

Magical Potion Manufacture by Priests and Wizards

Any priest or Wizard may make an attempt to brew a magical potion. The chance of success depends upon the mental attributes of the Priest or Magician, his level of experience, the level of the spell and the materials with which the potion is made.

Priests can only make potions with spell effects that duplicate the spells that they are naturally granted by their deity, and certain protective - or cursed - potions that reflect their deities powers and on occasion other potions utilising spells on scrolls which they cannot normally cast. Wizards create all other potions.

- The minimum intelligence of any Wizard is 9. The minimum wisdom of any priest is also 9. For each point of intelligence or wisdom above the minimum, respectively, a bonus of 5 may be added to the calculation to successfully brew a magical potion.
- For each level of a spell to be cast into a potion subtract 10.
- For each level of the priest or wizard add 5.
- If the Priest or Wizard has the 'Brewing' proficiency they may make a normal d20 roll against their skill. If successful they may add the result shown on the die to the base calculation for successfully creating the potion.
- Alternatively, the Priest or Wizard may hire an alchemist with the 'Brewing' proficiency to help in the creation of the potion. An alchemist automatically adds a bonus to the creation of the potion, equal to their brewing skill. This bonus is not cumulative with a proficiency made by the Priest or Wizard. Only one brewing roll can be made for each potion, either the spell-casters or the alchemists, not both.
- If the Priest or Wizard has the 'Herbalism' proficiency they may make a normal d20 roll against their skill. If successful they may add half of the result shown on the die to the base calculation for successfully creating the potion.
- A Priest or Wizard wishing to create any specific potion must carry out research. The time required to research any one type of potion is 3-12 weeks, plus 1 week per level, equal to the highest level of spell used in the creation of the potion.
- A Priest or Wizard may reduce the time of research if he has the 'Spell-Craft' proficiency. A successful d20 roll against their proficiency will reduce the number of days required for research by a number of days equal to the result shown on the die.
- The Priest or Wizard will have a greater chance in his endeavours if he has access to, and unrestricted use of, a well-stocked laboratory. A good laboratory gives no penalty to the calculation for successful potion creation. Attempting to make a potion over an open fire on a windy hillside nets a -50 penalty. A standard kitchen -35. A kitchen with many useful pieces of laboratory equipment -20. The DM may impose any reasoned penalty that he feels is fair to the calculation of potion creation.
- Up to four identical potions can be created at the same time. Each needs to be placed in a separate crystal, leaded, or otherwise expensive vial. Potion creation takes 1-3 weeks.

Example:

A 7th level Wizard, with intelligence 16, with Brewing skill, (16), and Herbalism, (14), wishes to make a magical potion of the 1st level spell *spider climbing*. His chance of success is as follows,

Intelligence 16	=	+35	Spell level 1	=	-10
Wizard level 7	=	+35	Well stocked laboratory	=	+0
Brewing (roll 9)	=	+9	Herbalism (roll of 7)	=	+4

The base chance for the Wizard to successfully create a *spider-climbing potion* is 73%.

When the spell caster has created the potion, the DM should secretly make a d100 roll. If the result is less than or equal to the sum of the base calculation, the potion was created successfully. If the roll is above the base calculation there is a chance equal to the difference between the base calculation and the result of the die roll that the potion is flawed. Flawed potions will have a reversed effect on the imbiber of such a potion, from the imagined intent of the spell caster, (70%), or be poisoned. In the later case, the DM will decide the nature of the poison and its effect upon the drinker. If the reverse effect of the intended spell is inappropriate, or not feasible, the effect of the potion should be a poison, an explosive, or a physical or mental curse.